

## APPENDIX I

## Rules Governing The Game Of Ice Hockey

## RINK/GOAL NETS

Ice hockey is played on an ice skating rink. A regulation rink is 200-feet long by 85-feet wide. The rink is surrounded by sideboards which reach as high as 8-feet, Fifteen feet from each end of the rink centered by the rink width are goalposts standing 4-feet high, 6-feet wide and 3-feet deep. The post and attached crossbars are draped with nylon mesh in such a manner as to assure the puck coming to rest on the inside of the net. The red line, two inches wide, between the goal posts on the ice extended completely across the rink, shall be known as the "Goal Line". A semi-circle outside the goalnet consisting of approximately 25-square feet extending from the left goalpost to the right goalpost shall be known as the goaltenders crease..<sup>1</sup>

.<sup>1</sup> adopted in 1991

## ON-ICE OFFICIALS

A hockey game is governed by three on-ice officials, a referee and two linesmen. The referees duty is to call player penalties, direct instructions to both team coaches and to have an uncontested influence on the game clock and penalty clock. The referee shall have general supervision of the game. The linesman duty is to stop play whenever there is an offsides play, an icing, or to call a bench minor penalty. The linesman shall drop the puck for every face-off except those that begin a period and those which follow a goal.

## OFF-ICE OFFICIALS

Each rink shall provide two goal judges, who are seated behind each goal net to indicate when a goal is scored by illuminating a red light which is situated behind each goal net. Each rink shall provide a timekeeper and scorekeeper who operate the game clock/penalty clock and record each goal scored or penalty assessed respectively.

## TIME OF MATCH

The time allowed for a game shall be three twenty-minute periods of actual play, with a rest intermission between each period. If the game remains tied at the conclusion of three periods, the

results of the game for each team is recorded as a tie. A five-minute overtime period shall be played in the event that a game is tied after three 20-minute periods..<sup>2</sup>

.<sup>2</sup> adopted in 1979

#### DIVISION OF ICE SURFACE

The ice surface is divided into three zones with blue lines at 70-feet from each end of the rink diagonally that shall be the "Attacking" and "Defending" zones and a red line at center ice which has 30-feet of playing surface at either side. This is the "Center Ice" zone. The surface is marked by face-off circles at dead center-ice, two in each defending/attacking zone at the left and right equally from the goalmouth and two in each 30-foot zone separated by the red-line. All face-off spots (where the puck is dropped) are to be 20-feet from the sideboards that surround the rink.

There are a total of nine face-off spots.

#### PLAYERS/PENALTY BENCH

Each team shall have a separate players bench in which the reserve players await their turn to participate in the game. Each team is permitted 18 skaters and 2 goaltenders. The roster is submitted to an official scorer prior to the start of a game. Each rink must be provided with benches or seats to be known as the "Penalty Bench". Separate penalty benches must be provided for each team. The purpose of the penalty bench is for players guilty of committing a foul during the course of the game to be restricted to these benches until their penalty time has expired. The penalty benches shall be separated by the timekeepers/scorers bench.

#### TIMING DEVICES

Each rink must be provided with a siren or horn or other suitable sound device, for use by the timekeeper. The device is used to signal the end of each period and/or to signal when a goal is scored. A timing device is used to operate the game clock and penalty clocks. The game/penalty clocks run without interruption unless otherwise signaled by an on-ice official. The clocks resume running time upon any face-off that resumes play.

#### THE SKATERS

A starting line-up consists of one right-wing, one left-wing one center, two defensemen and one goaltender. Any skater may play any position except goaltender during any game.

#### CHANGE OF PLAYERS

A coach may change any combination of players except the goaltender "on the fly" (during play) or at any whistle. The home team coach will have the benefit of making the last player change if so desired. A team may change their goaltender during any play stoppage and may replace him with an additional skater at any time during the course of the game.

#### PLAYER EQUIPMENT

The mandatory player equipment is ice skates, gloves, shoulder pads, knee pads, elbow pads, helmets and a stick. The goaltender may use similar equipment, and additionally may use a catching glove and a blocker for his hands and enlarged goaltenders pads for his leg area covering the top knee area to around his skates at both sides, and not to exceed 10 inches in width. The goaltender may also wear equipment to shield the neck and upper torso area and may use a somewhat enlarged stick at the shaft to the blades tip.

#### PUCK

The puck is the object that the players will attempt to deposit in the opponents goal net. It is one inch thick and three inches in diameter. It shall weigh between five and a half ounces and six ounces. The home team shall provide the pucks for each game, which are kept frozen in ice near the timekeepers bench.

#### PENALTIES

Penalties shall be served in actual playing time and be divided into the following categories and time assessed:

- A) Minor Penalty, 2-minutes
- B) Bench Minor Penalty, 2-minutes
- C) Double-Minor Penalty, 4-minutes
- D) Major Penalty, 5-minutes
- E) Misconduct Penalty, 10-minutes

F) Match Penalty, Remaining Game Time

G) Penalty Shot

A double major penalty may be assessed against a player that displays conduct that exceeds an intent to injure..sup.3

.sup.3 adopted in 1991

When a penalty is being served and team "A" has a manpower advantage, team "A" is on the "power play" and team "B" is "short-handed/penalty killing". Any player serving any penalty time, other than the goaltender, shall be ruled off the ice for the entire amount of playing time assessed, unless a power play goal is scored during a minor penalty that is not concurrent with an opponents penalty. During this time, no substitute shall be permitted for the penalized player. Under no circumstances will any team play with less than three skaters and one goaltender. A referee shall signal a stoppage in play when the offending teams touches the puck. When team "A" begins a minor power play at 4:45 and scores a power play goal ten seconds later, or at 4:55, then the penalized player for team "B" may leave the penalty bench at 4:55 and team "B" is no longer short-handed. Team "A" may use the entire 2-minutes of minor power play time if needed. If at the conclusion of the minor penalty a power play goal is not scored, the penalized player for team "B" may leave the penalty bench immediately upon the expiration of the 2-minutes (6:45).

During any 2-minute minor "power play", a player is permitted to leave the penalty bench immediately upon the scoring of a power play goal by their opponent.

When team "A" is on the power play and then incurs a penalty that is not coincidental with team "B", the power play for team "A" has expired.

During a 4-minute double minor power play, the penalized player shall serve two, 2-minute penalties in succession. Should team "A" score a power play goal 30-seconds into the first 2-minute penalty, the first 2-minute penalty shall be expired and the penalty clock will reset to 2-minutes of penalty time remaining in the double minor.

When team "B" incurs three minor penalties in succession, the third penalty (delayed penalty) shall not commence until either, a) team "A" scores a "power play goal", or b) the first penalty of the three called in succession has expired. The players may only

re-enter the game upon stoppage of play. During any 5-minute major power play, the player must serve the entire 5-minutes regardless of how many power play goals are scored and may leave the penalty bench only after a play stoppage has occurred.

When team "A" and team "B" incur coincidental minor or major penalties, then neither team gains a manpower advantage and the penalty time is served in full by the players assessed the penalties.

A team is permitted to substitute for a player who is serving penalty time for a 10-minute misconduct. The player must however remain on the penalty bench until the penalty has expired. All penalties that overlap into the next period shall be served in their entirety.

A 2-minute penalty may be assessed for the following infractions:

- 1) Tripping-Use of the stick or body to trip an opponent.
- 2) Holding-Use of hands to impede the progress of opponent.
- 3) Hooking-Use of stick to impede the progress of opponent.
- 4) Interference-Impeding the progress of opponent not in lasting possession of the puck.
- 5) Cross-Checking-Use of stick in diagonal manner against opponents body with two hands.
- 6) Elbowing-Use of elbows against opponent.
- 7) Roughing-Body contact in an unsportsmanlike manner.
- 8) Instigator-Instigate fight with opponent.
- 9) Delay of game-Holding puck, shooting puck in stands.
- 10) Illegal equipment-gloves, broken sticks, illegal stick.
- 11) Unsportsmanlike Conduct-Verbal abuse of official.
- 12) Bench Minor-Abuse from bench, too many men on ice. A four-minute double minor penalty can be assessed for the following infraction should the referee rule the foul to be flagrant:

- 1) Boarding
- 2) Charging
- 3) High-Sticking
- 4) Roughing
- 5) Cross-Checking.sup.4

.sup.4 adopted in 1991

A 2-minute minor penalty, or 5-minute major penalty may be assessed for the following infractions according to severity of penalty. Should it be determined that there was an intent to injure opponent, or if in fact a player has caused an opponent bodily injury (loss of blood) an automatic 5-minute major penalty and a game misconduct penalty are assessed against the offender. The player must leave the playing rink and his team must place a player in the penalty bench to serve the major power play time.

- 1) High-Sticking-Use of stick above shoulders to restrain or "check" opponent. Intent to injure opponent.
- 2) Slashing-Use of stick in a chopping fashion against opponent body or stick. Intent to injure.
- 3) Charging-Taking three or more strides then making bodily contact with an opponent. Intent to injure.
- 4) Boarding-Use of sideboards to check or restrain opponent. Intent to injure.
- 5) Kneeing-Use of knee to impede the progress of opponent.
- 6) Butt-Ending-Use of stick butt-end against opponent.
- 7) Spearing-Use of stick blade to impede opponent.
- 8) Fighting-Dropping of gloves and engaging in fisticuffs.
- 9) Cross-Checking-Use of stick in a diagonal manner against opponents body with two hands.

A 10-minute misconduct penalty, a game misconduct penalty, a gross misconduct penalty or a double gross misconduct penalty may be assessed for the following infractions.

- 1) The 3rd fighting major penalty assessed against a player in a game.
- 2) A player refusing to report directly to the penalty bench when assessed any penalty.
- 3) Spitting, kicking, biting, or otherwise behaving in an unsportsmanlike manner.
- 4) Leaving the player bench, penalty bench or a goaltender leaving the goalcrease to join an altercation.
- 5) Flagrant abuse of any on-ice or off-ice official.
- 6) Any player that may intervene in an altercation in progress.

An infraction of the rules which calls for a "Penalty Shot" shall be taken as follows:

- 1) A defending player other than the goaltender, covers the puck in the goalcrease in such a manner as to cause a stoppage of play.
- 2) A skater, on a clear breakaway towards the opponents goalnet, is fouled from behind by an opponent in such a manner that effects the skaters ability to shoot uncontested an opponents goalnet.
- 3) Any player that removes the goalpost from its moorings with less than 2-minutes remaining in the third period or an overtime period.

When a "Penalty Shot" is signaled by the referee, play is stopped and the awarded team is permitted to designate any of the players who were on the ice when the infraction was called, to take the "Penalty Shot". The skater shall gain possession of the puck at the "Center-Ice" face-off spot and proceed unmolested at opponents goalnet skating in a forward motion at all times. The skater is permitted one shot only. The skater must shoot the puck before passing the goalmouth, otherwise the "Penalty Shot" is forfeited.

The goaltender must remain in the goalcrease until the skater has crossed the "Attacking Zone" blue-line, at which time he may leave the goalcrease and approach the skater.

The goaltender may not throw or remove equipment or otherwise interrupt the progress of the skater until the shot has been taken.

Any interference with the skater during a "Penalty Shot" is recorded as an automatic goal for the attacking team.

#### GOALTENDERS PENALTIES

The goaltender may remain in the goalcrease when he incurs any series of minor penalties, major penalties or a misconduct penalty during play. However, the penalty time must be served by a player who was on the ice when the infraction occurred.

Should a goaltender incur a major penalty/intent to injure, the referee shall order the goaltender removed from the game. Should a goaltender leave the goalcrease during play to enter an altercation, he will incur a minor penalty and may incur a game-misconduct penalty. The referee may order the goaltender removed from the game.

Should a goaltender participate in any play beyond the "Center-Ice" red-line, a minor penalty shall be assessed against him.

#### FACE-OFFS

The puck shall be faced-off by the referee or the linesman dropping the puck on the ice between the sticks of the players facing-off. Players facing-off will stand squarely facing their opponents' end of the rink, one stick length apart, with the blade of their stick on the ice.

No other player shall encroach the face-off circle or come within fifteen-feet of the players facing-off.

Any player not facing-off, shall line-up as to not encroach an imaginary off-sides line, that shall run parallel with the blue-line/red-line of any zone.

No face-off shall be made within fifteen feet of the goalnet or sideboards.

When a penalty is incurred, the ensuing face-off shall be in the offending teams defensive zone, unless otherwise over-ruled by an icing-the-puck by the attacking team, in which case the ensuing face-off shall be made in the attacking teams defensive zone.



A face-off shall follow the events hereby described:

- 1) Scoring of a goal
- 2) Following a penalty
- 3) To begin a period
- 4) Following any play stoppage that does not coincide with the completion of a period/game.

#### GOALS AND ASSISTS

When a goal is scored, the referee shall whistle a play stoppage and identify the goal scorer to the game scorer. The ensuing face-off shall take place at center-ice.

A goal shall be awarded when the entire puck has crossed the entire goal-line that extends between the two goal post.

A goal shall be awarded when the puck strikes a defending player and lodges into the net.

A goal shall be awarded when the puck strikes an attacking player and lodges into the net.

Assists shall be credited to the last two players of the attacking team who touched the puck before the goal was scored.

In the event that a goal was inadvertently scored by a defending player into his own net, the nearest attacking player to the defending player will be credited with the goal. A goal is disallowed when the following situation occurs:

- 1) The team scoring the goal is offsidess.
- 2) The team scoring the goal has too many men on the ice.
- 3) The team scoring the goal was in a delayed penalty status.
- 4) The team scoring the goal kicked the puck into the net.
- 5) The team scoring the goal directs the puck into the net with his hand.
- 6) The period ends before the puck crossed the goal-line.

7) The referee has stopped play before the puck crossed the goal-line.

## ICING

The center line divides the ice surface in halves. Should any player of a team equal or superior in numerical strength to the opposing team, shoot or bat the puck from his own half of the ice, beyond the goal line of the opposing team, play shall be stopped and the puck faced-off at the end face-off spot of the offending team, when the defending team touches the puck before the offending team, unless on the play the puck has entered the net of the opposing team, in which case a goal shall be awarded. If a linesman has erred in calling an "icing", the puck shall be faced-off at the center-ice face-off spot. Play shall be stopped and the puck faced-off at the end face-off spot of the offending team when the puck crosses the goal line outside of the net. The defending team is no longer required to touch the puck before the offending team..<sup>sup.5</sup>

.sup.5 adopted in 1993

## OFFSIDES

A player must precede the puck into the attacking zone. A player may pass, carry, or shoot the puck into the attacking zone as long as the puck enters the attacking zone before either of his feet. When a player enters the attacking zone before the puck, the linesman shall whistle a stoppage of play and a face-off will take place in the attacking teams neutral zone. The side of the ice in which the infraction was called will determine the left or right-side face-off spot. If a linesman has erred in calling an off-side, the puck shall be faced-off at center-ice. The linesman may not stop play when a player is offsidess and proceeds back into the neutral zone without the intention of making a play on the puck..<sup>sup.6</sup>

.sup.6 adopted in 1990

## PASSES

The puck may be passed by any player to a player on the same team within any one of the three zones into which the ice is divided, but may not be passed forward from a player in one zone to a player of the same team in another zone, except by a player on a defending team, who may make and take forward passes from their

own defending zone to the center-line without incurring an off-side.

If an attacking player passes the puck backward toward his own goal from the attacking zone, an opponent may play the puck anywhere regardless of whether he (the opponent) was in the same zone at the same time the puck was passed or not. The goaltender may pass the puck to any teammate in which the pass is completed in his own half of the ice. The goaltender may catch the puck with his glove but may not toss or throw the puck forward at any time.

#### PUCK KEPT IN MOTION

The puck must at all times be kept in motion. Except to carry the puck behind its goalnet once, the team in possession of the puck in its own defensive area shall always advance the puck toward the opponents goal, except if they should be prevented from so doing by players of the opposing team.

#### START OF GAME

The game shall be commenced at the time scheduled by a "face-off" at the center-ice spot.

The home team has the choice of what goalnet to defend. The teams will alternate goalnets to defend when the next period begins.

Each team shall have fifteen-minutes of warm-up time to use the ice and prepare for each contest. The ice shall be vacated twenty minutes before the game begins by both teams, in order to allow the ice surface to be reconditioned.

#### OBJECTIVE

The object of the game is to score as many goals as possible against the opponent and to outscore the opponent within the guidelines of the time allocated.

When a team scores a goal, they are credited with one goal for the game. A team may only score one goal per play. The team with the most goals at the conclusion of play wins the game and gets credit for two-points in the standings. A team that loses the game gets zero points in the standings.

When the final result of a game is a tie, both teams receive one point in the standings. ##SPC1##



WPG Penalty: D. Ellet-Double-Minor  
 Starts at 13:54  
 EDM man advantage Starts at 13:54  
 Result: EDM does not score

PP# 2

EDM accrued time 0 for 2:00 Composite time  
 EDM Penalty: J. Murphy-Minor  
 Starts at 16:31  
 WPG Penalty: G. Donnelly-Minor  
 Starts at 16:31  
 Result: Offsetting Penalties  
 No accrued Power Play time  
 EDM Penalty: D. Brown-Minor, Major  
 Starts at 17:33  
 WPG Penalty: S. Cronin-Major, Misconduct  
 Starts at 17:33 Offset  
 WPG man advantage Starts at 17:33  
 Result: EDM Penalty; S. Smith-Minor  
 Starts at 18:48

PP# 2

WPG accrued time 0 for 1:15 Composite time  
 WPG Two-man advantage Starts at 18:48  
 Result: WPG scores at 19:27

PP# 3

WPG accrued time 1 for 0:39 Two-Man time  
 WPG man advantage Starts at 19:28  
 Result: WPG does not score.  
 Ends at 0:48 2nd period  
 WPB accrued time 0 for 1:21 Composite time  
 2nd Period:  
 WPG Penalty: P. MacDermid-Minor  
 Starts at 0:56  
 EDM man advantage Starts at 0:56  
 EDM Penalty: S. Smith-Minor  
 Starts at 2:08  
 Result: EDM does not score

PP# 3

EDM accrued time 0 for 1:12 Composite time  
 WPG man advantage Starts at 2:56  
 Result: WPG does not score

PP# 4

WPG accrued time 0 for 1:12 Composite time  
 WPG Penalty: P. Elynuik-Minor  
 Starts at 4:32  
 EDM man advantage Starts at 4:32  
 Result: EDM does not score

PP# 4

EDM accrued time 0 for 2:00 Composite time  
 EDM Penalty: D. Brown-Double-Minor  
 Starts at 8:56  
 WPG man advantage Starts at 8:56  
 Result: WPG does not score  
 Ends at 12:56

PP# 5&6

WPG accrued time 0 for 4:00  
 WPG Penalty: B. Marchment-Major, Game Misc  
 Starts at 14:55  
 WPG Penalty: D. Hawerchuk-Game Misconduct  
 EDM Major time advantage  
 Starts at 14:55  
 WPG Penalty: P. Taglianetti-Minor, Misc  
 Starts at 17:06

PP# 5

EDM accrued time 0 for 2:11 Major, Composite  
 EDM Two-Man advantage Starts at 17:06  
 Result: EDM scores at 18:14

PP# 6

EDM accrued time 1 for 1:08 Two-man time  
 EDM Major time advantage  
 Starts at 18:15  
 Result: EDM scores at 18:52  
 EDM accrued time 1 for 0:37 Major, Composite  
 EDM Major time advantage  
 Starts at 18:53  
 Results: EDM does not score  
 Ends at 19:55

PP# 7

EDM accrued time 0 for 1:02 Major, Composite  
 3rd Period:  
 EDM Penalty: S. Smith-Minor  
 Starts at 0:52  
 WPG man advantage Starts at 0:52  
 EDM Penalty: M. Lamb-Minor  
 Starts at 1:19

PP# 7

WPG accrued time 0 for 0:27 Composite time  
 WPG Two-man advantage Starts at 1:19  
 WPG Penalty: Bench-Minor  
 Starts at 2:38

PP# 8

WPG accrued time 0 for 1:19 Two-Man time  
 WPG man advantage Starts at 2:38  
 Result: WPG does not score  
 End at 2:52

WPG accrued time 0 for 0:14 Composite time  
 EDM man advantage Starts at 3:19  
 Result: EDM does not score  
 Ends at 4:38

PP# 8

EDM accrued time 0 for 1:19 Composite time  
 EDM Penalty: R. Ruotsalainen-Minor  
 Starts at 9:38  
 WPG man advantage Starts at 9:38  
 Result: WPG does not score  
 Ends at 11:38

PP# 9

WPG accrued time 0 for 2:00 Composite  
 EDM Penalty: C. Simpson-Misc  
 Starts at 14:17  
 Result: No WPG advantage  
 EDM Penalty: C. Huddy-Minor  
 Starts at 15:02  
 WPG man advantage Starts at 15:02  
 EDM Penalty: R. Gregg-Minor  
 Starts at 16:33

PP# 10

WPG accrued time 0 for 1:31 Composite time  
 WPG Two-man advantage Starts at 16:33  
 Result: Wpg does not score  
 Ends at 17:02

PP# 11

WPG accrued time 0 for 0:29 Two-man time  
 WPG man advantage Starts at 17:03  
 Result: WPG does not score  
 Ends at 18:33  
 WPG accrued time 0 for 1:30 Composite  
 EDM Penalty: C. Huddy-Minor  
 Starts at 19:44  
 WPG man advantage Starts at 19:44  
 Result: WPG does not score  
 Ends at 20:00

PP# 12

WPG accrued time 0 for 0:16

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Breakdown of accrued time

Winnipeg Jets

Edmonton Oilers

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PP# 1	0-2:00 one-man time		
		PP# 1	0-2:00 one man time
PP# 2	0-1:15 one-man time		
		PP# 2	0-2:00 one man time
PP# 3	1-0:39 one-man time		
		PP# 3	0-1:12 one man time
PP# 3	0-1:21 one-man time		
		PP# 4	0-2:00 one man time
PP# 4	0-1:12 one-man time		
		PP# 5	0-2:11 one man time
PP# 5	0-2:00 one-man time		
		PP# 6	1-1:08 one man time
PP# 6	0-2:00 one-man time		
		PP# 6	1-0:38 one man time
PP# 7	0-0:27 one-man time		
		PP# 7	0-1:03 one man time
PP# 8	0-1:19 one-man time		
		PP# 8	0-1:19 one man time
PP# 8	0-0:14 one-man time		
PP# 9	0-2:00 one-man time		
PP# 10	0-1:31 one-man time		
PP# 11	0-0:29 one-man time		
PP# 11	0-1:30 one-man time		
PP# 12	0-0:16 one-man time		
Totals	0-15:46 One-man time		
		Totals	
			0-8:31 One-man time
	1-2:27 Two-man time	1-1:08	Two-man time
	0-0:00 Major-time	2-3:52	Major-time
	1-20:40 Composite time		
			2-14:33 Composite time